

Reaper Miniatures Presents:
CASKET

WORKS

STOCK #00001

Casket Works

Issue **19**

**Holiday
2005**

**DARK HEAVEN
LEGENDS**

**MASTER SERIES
PAINTS**

WARLORD

PRO PAINTS

CAV

EXALTED

**In this Issue:
New Models! Winning Warlord!
Paint Like A Master!
The Life of Sophie! and More!**





1405
2001 Holiday Sophie
by Werner Klocke
\$7.99



1404
2002 Holiday Sophie
by Sandra Garrity
\$9.99



1408
2003 Holiday Sophie
72mm
by Werner Klocke
\$19.99

Sophie

You've known her.
You've loved her.

Now, She can be yours.



1413
2005 Holiday Sophie 72mm
by Bob Ridolfi
OCTOBER



1409
2004 Holiday Sophie
on Sleigh
by Sandra Garrity
\$19.99



1406
Sophie, 72mm
by Werner Klocke
\$19.99

ProCOUNTERS[®]

The ProCounter Talismans have a definite advantage over using pen & paper or those glass baubles. The ProCounter Talismans easily fit into your card caddy. A two-piece design with beautiful bas relief sculpting work by Sandra Garrity. Two inches in diameter with a reversible bottom disk that tracks life points from 1-40.



72060



72062



72065



72061



72063



72066

72060	Light	11.99
72061	Darkness	11.99
72062	Strength	11.99
72063	Energy	11.99
72065	Law	11.99
72066	Chaos	11.99

09999
Reaper Paint Caddy
\$19.99

Paint Bottles

Put your custom mixtures and favorite extenders, flow improvers, and additives into these durable bottles. Since these are the exact same bottles we use for our own paints, your favorite mixes will fit right in and make you look organized and together! Use our wide-mouth bottles for ease of dipping and pouring, or our droppers to better control the amount you use!



8701
Pro Paints Bottles
3 bottles and Severed Head Agitators
\$2.99



8702
Master Series Paints Squeeze Bottles
3 bottles and Severed Head Agitators
\$2.99

Miniature Carry Case

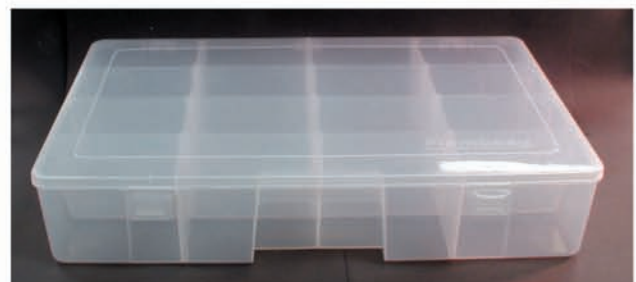
Studio 2 Publishing's Reaper Miniature Transport case is one of the most innovative and flexible miniature transport systems ever designed. The five foam trays, full access to all trays, the ability to stack and heavy-duty construction put this transport case at the forefront of design and application in the realm of transporting miniature models of all types.



S2P1001
Studio 2 Miniature Carry Case
\$49.99

Reaper Paint Caddy

Holds up to 112 Master Series bottles
And Over 60 Pro Paint bottles!
Up to 16 separate compartments!
Designed for carrying brushes and miniatures.
15.5" x 9.75" x 3.25"



LEARN TO PAINT KIT-3 Non-Metallic Metal



Learn to Paint kit 3 teaches non-Metallic Metals and builds upon layering and blending techniques from previous paint kits.

This kit includes:
2 Dark Heaven Legends Miniatures
2 Pro Brushes
9 3/4 oz. bottles of Pro Paints
Fully illustrated Color Painting guide

Product Number
08903
\$25.95



Learn to Paint Kit 2 teaches skin and cloth painting techniques including layering and washes.

This kit includes:
2 Dark Heaven Legends Miniatures
2 Pro Brushes
9 3/4 oz. bottles of Pro Paints
Fully illustrated color painting guide

Product Number
08902
\$25.95

LEARN TO PAINT KIT-2 SKIN AND CLOTH

LEARN TO PAINT KIT Armor & Fur

Reaper's Learn to Paint Kit includes everything you will need to get started in miniature painting!

The kit includes:
2 Dark Heaven Legends Miniatures
2 Pro Brushes
9 3/4 oz. bottles of paint
Fully illustrated color painting guide

Product Number
08901
\$25.95



Our Pro and Master Brushes are both professional grade high quality brushes designed with miniature detail and techniques in mind.
Great for Drybrushing, Wet Blending, or any other application.

Pro Brushes
Individual Brushes
\$4.99

#8550 Brush Set
\$12.99

Kolinsky Sable
Master Brushes
8601-8603 \$11.99
8604-8607 \$9.99





It's always difficult to come up with a topic for these "editorials". I use quotes because I think editorial is a strong word to use for the stuff that I put in this Flotsam and Jetsam section, thus the name. This stuff is usually some train of thought mumbo jumbo. Like now, for instance.

So, allow me to spin the Topic Wheel in my mind and see what comes up for this Casket Works. On the wheel today are such topics as Fantasy Football, Squirrels, Gas Prices, and iPods.

Oh, hey, look! The Topic Wheel landed on Bonus! That means I can talk about all of the above! Let's start with Fantasy Football.

For the few years we've had a Fantasy Football league here at the shop called, you guessed it, the Reaper League. Among the teams are such fanciful names as the Sith, Red Spades, the Approachers, Frog Gators, and my favorite, the Ass-Kicking Pugs. The two team names that I still scratch my head over are K9 Mommykeeper (huh?) and Tropic Lightning. I still don't know why Al named his team after a flavor of Gatorade. Best of luck to everyone this year.

Squirrels. I'm only talking about squirrels because Bryan asked me to. Which is funny because Michael Hoehne has a fantasy football team called the Grant Park Squirrels. Coincidence? I think not.

Gas Prices peaked at over \$3.00 a gallon last week. Wow, that's a major increase in a short amount of time. If it gets much worse I'm going to have to hitch Miriam's horse Approach to my truck and have him pull me into work every day. Don't worry, Miriam, I'll put a carrot in his oats.

And finally iPods. I just want one.

So, in conclusion, thanks for reading, and you can send all iPods to me here at Reaper.

Ron

This marks issue 4 for me, and once again I imagine you are all as mystified by Ron's remarks as I am. I'm going to take the time right now to thank all of you for your support, as Dark Heaven is now in its 10th year, and Casketworks magazine and Catalog is about to have landmark issue #20. With your help and continued support, we can spread the gaming hobby, tabletop wargaming, miniature painting, and pewter collecting across the globe and into every home!

And *My* Fantasy Football Team is the Denton Warlords, QB'd by Varaug the Great . . .

Until next issue!

Bryan



Reaper Miniatures is here for people who love gaming. Our catalog is aimed at those with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos, and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures, and embarrass other companies with how well we do what we do!

On the Cover: 2005 Holiday Sophie (as rendered by Tim 'Talin' Collier) hangs her stocking by the chimney. With her favorite Hammer.

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Appetizers: (Casket Works)

Dave Pugh	Chips & Salsa
Ron Hawkins	Cheese Wonton
Bryan Stiltz	Shrimp Cocktail

Desserts: (Employees)

Al Pare	Peanut Butter Cup
Brian Shires	Ren-Faire Almonds
Cheryl Storm	Death by Chocolate
Christina Reagan	Spice Cake
Dee Lauritzen	Lemon Merengue
Ed Pugh	Sonic Sundae
Erica Wallin	Pocky
Jay Ragan	Strawberry Shortcake
Jeremy Allen	Dark Chocolate
Kaity Clark	Red Velvet Cake
Kay Strickland	Devil's Food Cake
Kevin Williams	Chilled MONkey Brains
Kit Pierce	Divinity
Lanse Tryon	Grasshopper Pie
Larry Rench	Jell-O Shots
Matt Clark	New York Cheesecake
Matt Ragan	Green Fanta
Miriam Pugh	Angel Food Cake
Michael Hoehne	Whipped Butter
Sarah Laurent	Cotton Candy
Shannon Stiltz	Fruitcake
Victoria Pugh	Tiramisu

Main Course: (Sculptors)

Chaz Elliott	Buffalo Burger
Sandra Garrity	Sesame Chicken
Gael Goumon	Souffle
Julie Guthrie	Chimichanga
Behrle Hubbuch	Porkchops
Bobby Jackson	Guinness
Jim Johnson	Leg of Lamb
Mark Kay	Mutton
Richard Kerr	Falafel
Werner Klocke	Prime Rib
Dennis Mize	Venison Steak
Bob Olley	Chili
Rene Perez	Enchiladas
Sylvain Quirion	Spaghetti
Bob Ridolfi	Burrito
Ben Siens	Spare Ribs
Clint Staples	General Tsao's Chicken
Geoff Valley	Shish-Ka-Bob
James Van Schaik	Seafood Delight
Gene Van Horne	T-Bone
Jason Wiebe	Ham
Michael Brauer	Smoked Salmon
Matt Gubser	Veggieburger

Side Dishes: (Painters)

Anne Foerster	Deviled Egg
Amy Brehm	Scalloped Potato
Marika Reimer	String Bean
John Bonnot	Mixed Nuts
Jen Haley	Eggplant
Derek Schubert	Whirled Peas
Michael Genet	Crazy Bread
Kelly Rowe	Cornbread
Sue Wachowski	Sweet Potato
Alex Glocka	Baked Potato
Liliana Troy	7-Layer Dip
Robert Cruse	Minute Rice
Kevin Walker	Butternut Squash
Chris Smith	5-Minute Casserole
Anthony Karl Erdelji	Mashed Potatoes
Michael Bisignani	Creamed Corn
Inge Jensen	Dirty Rice

Spices: (Artists)

James Holloway	Ginger Spice
Mark Kidwell	Sporty Spice
Sven Bybee	Baby Spice
Tim "Talin" Collier	Scary Spice
Wayne Reynolds	Posh Spice

Condiments: (3D Artists)

John Bear Ross	Chow-Chow
James Burrell	Malt Vinegar
Ron Dubray	Grey Poupon
Neil Nowatzki	Horsey Sauce

Hours of Operation:

9am-6pm CST, Monday - Friday

Phone (940) 484-6464 Fax (940) 484-0096



Dark Heaven #3000 On Its Way!

In November, Reaper Miniatures will release Dark Heaven #3000, a milestone and a landmark in the Miniatures industry! Dark Heaven has been among the most popular and successful miniatures lines ever released without a game system to support it, and has become a world standard in quality and craftsmanship - drawing on a talent pool that spans the globe! So what will this landmark piece be? How about "Kyra and Lavarath - Female Dragonrider"!

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TOP TEN Classes not held at the Reaper Artist's Conference

10. NMM - Non-Mini-Mini: How to paint absolutely nothing!
9. Drybrushing - It works for Jen Haley!
8. Cover your Mistakes - With White Out!
7. Pupil of the Eye - Crosseyed is a good look for archers!
6. Non-Paint Paint - Swords and Shields look better when just polished brightly, since they are already metal!
5. Elves - Why Green is the only colour to paint them with, if you want to Do It Rightô!
4. Purple - the miracle color!
3. Watch where you put that thing: Brushlicker safety guide!
2. Who need highlights: How to apply gloss-coats instead!
1. Photoshop your way to better E-Bay sales!

More Dinos!
In October Jeff Wilhelm's T-Rex will be joined by his Triceratops! Check out page 48 for a full color picture of this big bad reptile!

Dragons Everywhere!
Sandra Garrity has just completed Cinder, Reaper's newest Small Box Dragon, to go beside Deathsleet, Ebonwrath and Stormwing! What's next for Reaper Dragons? Well, Right now the family has White, Black, Blue and Red, so stay tuned in months to come for a sneak peek! They're like those little pocket creatures - Gotta get 'em all!

Reaper Artists Conference

only 30 spots were made available for the Reaper Artists Conference October 14-16, 2005. Held at Reaper HQ in Denton, TX, the Conference is an excellent opportunity for budding painters and sculptors to learn tips and advice directly from our talented sculptors and painters. Participants are welcome at any skill level, novice to master! Visit www.reapermini.com for your ticket today before time runs out!

REAPERCON WRAP-UP
REAPERCON 2005 WAS A TREMENDOUS SUCCESS - THE FIRST REAPERCON NATIONAL PAINTING CONTEST WINNERS CAN BE SEEN ON OUR WEBSITE, AND EVERYBODY HAD AN AMAZING GOOD TIME! MENGU GUNGOR WON BEST OF SHOW WITH HIS DWARF TROOP, AND KELLEY ROWE WON THE FIRST OFFICIAL WARLORD TOURNAMENT WITH HIS 750PT CRUSADERS! FEATURING THE PUBLIC DEBUT OF THE NEW CAV2 RULES, IT WAS THE PLACE TO BE IN MAY 2005! MAKE SURE YOU DON'T MISS REAPERCON 2006! VISIT REAPERMINI.COM FOR UPDATES AND NEWS!

Check out the Limited Edition Hurricane Katrina Disaster Relief Miniature on Page 63!

Proceeds to benefit the American Red Cross.





GREAT

A Name Whispered by Heroes,
and spoken only by fools.

A bloody tale told to frighten children
in the night.

A terrible Legend no one thought could be true.
Until Now . . .

GAUTH

16" Wingspan & 12" Tall Sculpted by Jim Johnson
Solid Pewter Product Number 10006

\$79.99



The Noxious green gas
of his breath lingers
in the air as he leaves
the crumbling temple
to feast upon
the sacrifice.

9" Long & 8" Tall
Solid Pewter

VIRIDIUS



Sculpted by Jason Wiebe
Product Number
10021
\$79.99



sculpted in Heroic 25mm

WYRMS

Woe unto the foolish being
who seeks to usurp him
of his claim.

VEROCITHRAX



10" Tall
Solid Pewter

Some foolish mage
had discovered his
true name and
summoned him
to Adon.

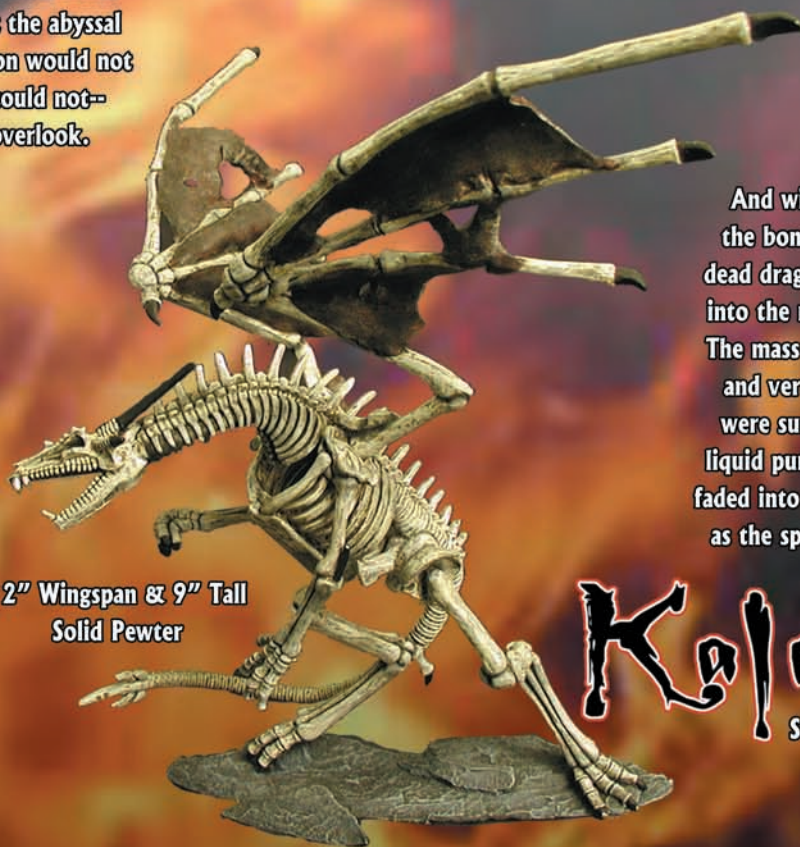
It was an insult
that the abyssal
dragon would not
--could not--
overlook.

Sculpted by Werner Klocke
Product Number
10018
\$49.99



10.5" Long & 6.25" Tall
Solid Pewter
Sculpted by Jim Johnson
Product Number
10020
\$79.99

MARTHIRANGUL



12" Wingspan & 9" Tall
Solid Pewter

And with a gesture,
the bones of the long
dead dragon rose silently
into the rank, ashen air.
The mass of ribs, femurs
and vertebrae at first
were surrounded by a
liquid purple glow which
faded into a tarnished blue
as the spell took shape.

Kaladrax

Sculpted by Jim Johnson
Product Number
10012
\$49.99

Derek Schubert

Derek Schubert is an accomplished Painter, as well as a successful sculptor, and all-around nice guy.



How old were you when you started painting? What was the first model you remember working on?

I was about 9. My older brother bought a box of Grenadier's D&D figures and a set of Polly-S paints at our local game store, and I painted a few

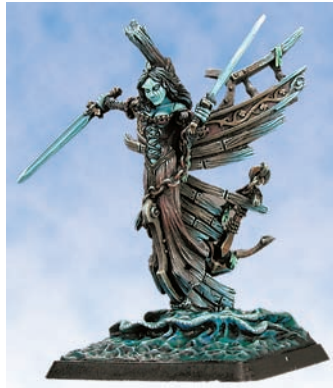
figures with him. We "painted" a plate-armored dwarf by leaving the bare lead and adding blue for the helmet's plume! Although we had fun, we were terrible painters and we dropped it before long. A couple of years later, though, when I was building a plastic Robotech model and had just bought a new set of Testors enamels, I dug out the old Grenadier figures and painted a ranger, which I consider the first real figure of my career. I was hooked for good. Eighteen or nineteen years later, here I am.

If you could give one or two tips to new painters that you wish you had known when you started, what would they be?

I progressed very slowly, but I don't think I regret anything about those early years. I was pretty isolated—definitely wasn't inundated with (or intimidated by) images of well-painted figures in magazines or on the Internet. I would show the new painter my first few figures and tell her to remember them, not only the good ones. A few other things that I've learned along the way might be worth sharing, but I enjoyed discovering them for myself.

What's your favorite model that you've painted for Reaper, and why?

The Dark Maiden stands out for me. Both Talin's concept-art and Chaz Elliot's sculpt looked great, and I think that my limited-palette paint scheme struck a proper balance, somewhere among ethereal, sensual, and creepy.



If you had to name five "must have" colors of paint (other than black and white), what would they be?

Red, yellow, green, blue, and brown—speed paint, go go go! Oh, you mean premixed colors. I went through a Pro-Paints Amethyst phase a couple of years ago (Deep Amethyst, in Master Series Paints) and still like the color a lot. I also keep coming back to Pro-Paints Stone Gray (MSP Aged Bone), Chestnut Brown (same name in MSP), and Ghoulish Grey (close to Pale Lichen), and I use Linen White and Brown Liner more than pure white or black. I used to use another manufacturer's Flesh paint before Reaper concocted Rosy Flesh, so I'm glad for that. (And it was at my request! A few people may remember the first batch as "Schubert Flesh".)

What would you consider to be the most useful subject or technique for a beginning painter to work on? How about for an intermediate painter?

For beginners, I would stress brush control, i.e. staying within the lines. Don't worry about shading or highlighting yet.

For intermediate painters, the topics multiply like the branches of a tree, so I don't know what one thing I would stress. Color and value are key, so think of where to put the highlights and shadows and how light or dark to make them (considering that different materials interact differently with light), and how various colors look together.

NMM or metallics? Seriously, I know you started out working with a lot of metallics, but switched over largely to NMM within the last year or two. Why?

Peer pressure! Seeing all those pretty NMM figures in the painted galleries online, a fellow has to try it out too. It's a good new challenge. I especially like trying out unusual colors for reflections and underlighting. But I also like not needing a second cup of water on my desk for painting with metallics. I actually painted my first NMM figure—a

2633: Vandorenda, Female Demon,
2744: Fly Demon & 2716: Demonic
Lasher - The man likes his Demons!



Space Marine leader in gold armor—in 1992 or so. I merely copied the painted example in a magazine, and I didn't understand why the darks and lights went where they did. I didn't do any more NMM until I realized so many other people were (and making it look good), and now I'm working to catch up. Meanwhile, my old figures painted with metallic gold have become dark and dull; I understand that the MSP golds won't oxidize like that, so I might return to using metallics now and then.

Do you have any general advice you'd give to a painter who wanted to improve their painting level to professional-grade?

Figure out what you do better than (or different from) what any other painter does, and emphasize it. Also figure out what your weak points are, and either accept them or improve them. Get critiques from painters whose work you admire and respect.



What size brush would you say you use the most?

I painted almost everything last year with a #2 and a #5/0 (Reaper Kolinsky Sable), but the 2 is starting to fray. I just started using a new #1—also Reaper Kolinsky—which holds enough paint to lay down base coats but also takes a point fine



These packs of Derro (2944, right; 2945, left) were sculpted and Painted by Derek! Wow!

enough to dot eyes. O! Versatile #1, is there anything you can't do?

Of all the things you've attempted and learned over the years, which one gave you the most trouble or was hardest for you to get the hang of?

Getting my figures to have a smooth finished surface has always been tough, and I'm only now working it out. I was overlooking mold lines, priming improperly, applying base coats that were too thick, and pushing layers of paint around while they were half-dry. Every step of the way, a bad habit!

What brand of paint tastes best?

You have obviously mistaken me for some sort of brush-licking degenerate. 'Tis an appalling custom, really.

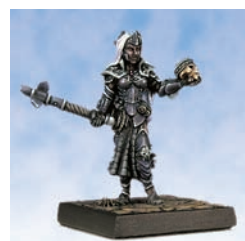
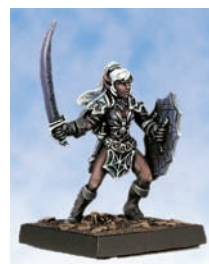
What's the one question you wish these silly interviews would ask you that they don't?

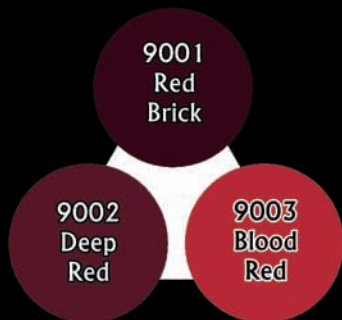
Q: "When will you set up your own website?"

A: "I'll put something up by the end of this year."

Now I don't have any excuses, right?

Beautiful & Deadly!

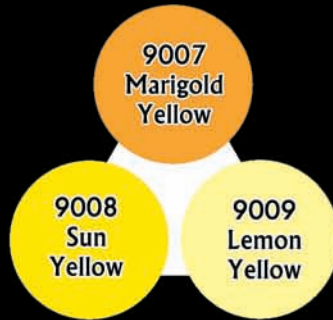




9701: Blood Triad



9702: Fire Triad



9703: Yellow Triad



9704: Warm Greens Triad

For Your Mini Masterpiece.

MASTER SERIES PAINTS



9705: Cool Greens Triad



9706: Pure Blues Triad



9707: Grey Blues Triad



9708: Royal Purples Triad



9709: Violet Reds Triad



9710: Warm Deep Brown Triad



9711: Warm Light Browns Triad



9712: Olive Greens Triad



9713: Neutral Colors Triad



9714: Dark Skin Triad



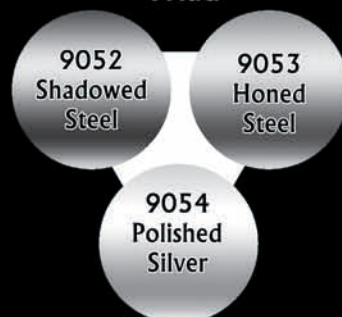
9715: Medium Skin Triad



9716: Fair Skin Triad



9717: Gold Metallics Triad



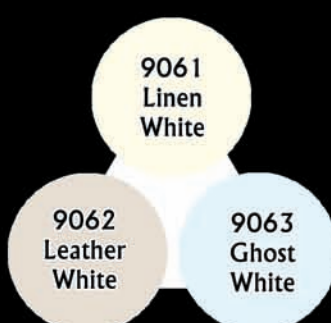
9718: Silver Metallics Triad



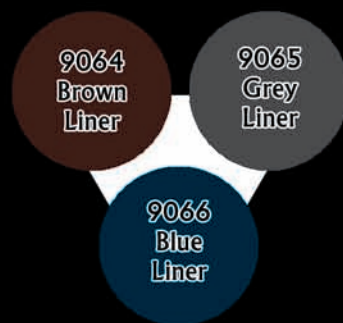
9719: Martial Blues Triad



9720: Bone Triad



9721: Off-Whites Triad



9722: Lining Triad



9723: Rosy Skin Triad



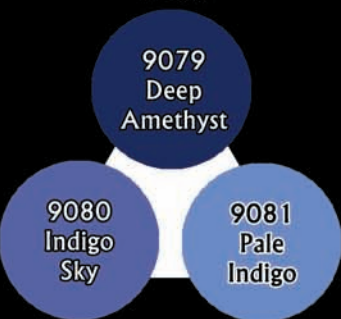
9724: Red Browns Triad



9725: Ochre Golds Triad



9726: Ocean Blues Triad



9727: Twilight Triad



9728: Mossy Greens Triad



9729: Stone Colors Triad



9730: Neutral Greys Triad



9731: Golden Skin Triad



9732: Clear Brights Triad I



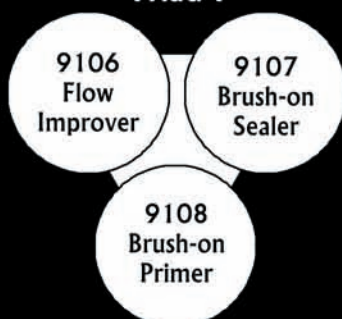
9733: Clear Brights Triad II



9734: Colored Metallics Triad I



9735: Colored Metallics Triad II



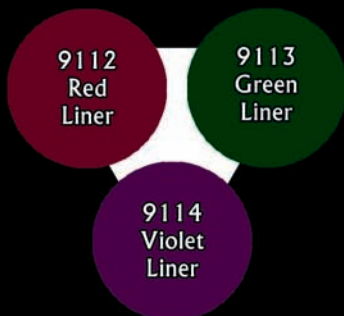
9736: Additives Triad I



Master Series Paint \$ 2.99
Master Series Triads \$ 8.95
 (3 bottles, one of each color)



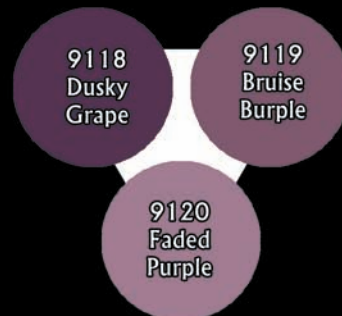
9737: Burnt Colors Triad



9738: Colored Liners Triad



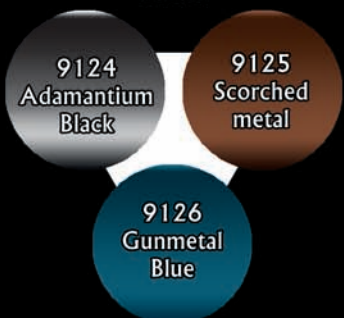
9739: Vivid Blues Triad



9740: Muted Purples Triad



9741: Terran Khaki Triad



9742: Colored Metallics Triad II



Master Series Paint \$ 2.99
Master Series Triads \$ 8.95
(3 bottles, one of each color)

PAINT LIKE A MASTER

WITH

MASTER SERIES PAINTS

CLEAR BRIGHTS



Figure 1&2: These Wizard's cloaks were painted with the left side as Master Series Paint, the right side has had a Clear color added to intensify.

So, what are these "Clears" you keep seeing on the Master Series Paint Color Chart? What do they do? What are they good for? What on earth were we thinking??

INTENSITY ENHANCERS

At their most basic level the Clear Brights are made to be added to other colors to increase their depth and intensity. A very little Clear goes a long way, so you'll usually enjoy decent paint coverage even after adding the Clear, though it may mean you'll need to do one more coat on your base color than normal. For our examples, here are two wizards who've had the back of their robes painted. Wizard #1 in Figure 1 has had the left side of his robes basecoated in 9016, Sapphire Blue; Wizard #2 in Figure 2 has had the left side of his robes basecoated in 9004, Blood Red. Now look at the right side of the robes in question. Wizard #1, on his right side, has been basecoated with a mix of six drops Sapphire Blue with two drops of 9097: Clear Blue. So how much more intense this has made the color? Wizard #2 has had the same thing done, but in red; a mix of six drops Blood Red to two drops 9094: Clear Red

was used on his basecoat. In both cases I put on three layers of paint rather than my usual two because the Clears made things a little more see-through, but for me the depth of color was worth it.

GLAZING TO ENHANCE COLOR

Glazing is similar to using a wash--in other words, you're dealing with paint that you're thinning down quite a bit--except that glazes are usually even thinner than washes. Instead of putting the paint on and letting it pool in the cracks as you would with a wash, you will apply the paint and then brush or drain off any excess liquid so that you get a very thin, very even coat of paint tinting the surface of the model. That's what you're trying to do with glazing--you're trying to tint the paint underneath. So when you glaze with Clears, you're adding a very intense tint to the underlying surface.

You often won't have to thin the Clears as much as you would other paints. Most paint glazes I would use a 2:1 or even 3:1 ratio of water:paint. With Clears, it will depend on how intense you would like your color, and whether you've done shading and highlighting that you want to preserve. If I want a very strong



Figure 4: A Heavy Glaze brings out the color, but covers the highlights.



Figure 5: Blue Liner in the deep recesses adds more texture, without diminishing color



Figure 3: A Light Glaze mutes detail, but brings up colors.

glaze--one that really intensifies color but which will also probably seriously mute any highlighting I've already done--I'll mix the glaze with a 1:1 Clear to water ratio. Adding more water will tone down the strength of the glaze substantially. In Figure 3 you can see the scarab carapace of the Reborn of Sokar. John has used a medium-strength glaze, probably about 2:1, to make the armored surface resemble a beautiful blue lapis inlay. Note that his shadows and highlights were both muted by the glaze. Conversely, on our friend the wizard in Figure 4, I've applied a 1:1 heavy glaze to the right side of the robes to gain a more intense blue, but if there were any highlights I've lost 'em! On the other hand, I can always go back in and re-highlight and shade, as in Figure 5 where I've used 9066: Blue Liner to add some contrast in the shadows while still keeping my brilliant blue.

WHY "CLEAR"?

As their name implies, Clear Brights are exceedingly strong but also a little more see-through than your average paint. In short, they are pure pigments--the same pigments we use in mixing our paints from scratch--in an almost-transparent base. Sadly, it's almost impossible to get a paint which is extremely intense in color but which still provides good coverage. Many pure pigments are transparent, so paint companies will often add pigments that do cover--such as black or white--to enhance the coverage of bright paints. Unfortunately, this also tones down the color of the paint quite a bit. Our solution? Produce our Clears, and then tell you how they can be used to brighten the lives of your minis!

GLAZING TO SMOOTH LAYERS

Glazing can also be used to smooth out the effects of substandard or quick layering technique. Our friend the Wizard is back in Figure 6, where I've done a very quick, spotty highlight on his left-side blue. Then, in Figure 7, you can see how a quick glaze at about 2:1 or 3:1 strength has smoothed out a lot of the rough layering effects. This can be a great way to get highlights on your gaming models but still have them look good, and can also be used over drybrushing to reduce the scratchy texture it deposits when used on flat surfaces. Inks are often used to glaze in this manner, because they're transparent, but with Clears you get the color-intensifying, layer-smoothing effects without having to worry about colors bleeding into each other, which does tend to be an unwelcome side-effect with inks.



Figures 6&7:

On the top, the model was painted with just Sapphire, but on the bottom, a glaze was applied with Clear Blue. The colors are enhanced, and the transitions between the layers is smoothed out by the Clear Blue.

MIXING BRIGHT COLORS

Finally, another use of the Clear Brights is to mix your own colors from scratch. Since they're pure pigments, you can actually mix just about any color with Clear Red, Clear Yellow, Clear Blue, Pure Black, and Pure White (for those of you artsy mixer-painter types, 9074: Palomino Gold is a pure Yellow Ochre, and 9071: Chestnut Brown is a Burnt Sienna, and 9066: Blue Liner is very close to a Payne's Grey!). Also, whereas mixing the usual red and yellow will often give you a somewhat muted or muddy orange, mixing Clear Red and Clear Yellow will give you an extremely brilliant result!



Figure 8: On the Right, Fire Red and Sunlight Yellow were mixed to produce a muted, melon-orange. On the left, however, Clear Red and Clear yellow make a drastically brighter Vivid tangerine!

CONCLUSION

So, now you've got all sorts of tricks to try with the Clear Brights! I hope this has answered some questions and clarified the many uses of these exceptionally versatile paints. As always, if you have any questions, comments, or feedback, hop onto the Painting Tips forum at www.reapermini.com and speak up--we love to hear what you think! Until then, happy painting to you. We hope you enjoy your Reaper Master Series Paints!

The Life of Sophie

An in-depth look at making Holiday Sophie, from concept to completion.

If you've ever wondered How we come up our Holiday Sophies, or design the Magazine covers, miniatures, and Holiday cards that we send out every December, have we got a treat for you!

This Issue of Casketworks, we have a rare look at the process, examining every stage from the planning meetings to the final model, and everything in between.

Here's a quick recap of the previous 4 year's Holiday Sophies, beginning with the one that started it all, the Sophie Kissing the Snowman!

Inside the card that accompanied this one was a picture of the snowman melted!



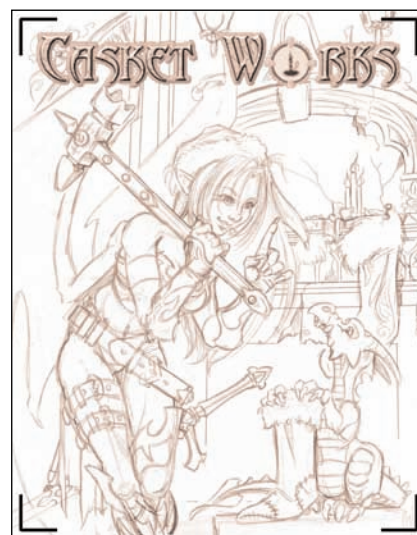
This Card featured Sophie Delivering Reaper Goodies to all the good boys, girls, and orcs.



When a succubus with a longsword offers you a gift, you can't refuse, especially not if she's this cute!



Sophie gets a stylin' ride in 2004!



For 2005, Sophie uses her favorite War Hammer to hang up her stockings, with a little help from her friends!

I guess you could say it all begins with Tim 'Talin' Collier. He sketches out for us up to a dozen different scenes, poses, and ideas and presents them all. Each picture is analyzed for coposition, layout, and ease of reproducing it in 3-D form (More on that later!). The sketch for this Year's card is shown above!

From there, We send the sketch off to our sculptor. For the 2005 Holiday Sophie shown here, we sent the art to Bob Ridolfi, although we have received exquisite miniatures from Sandra garrity and Werner Klocke in the past.

While Bob labors over the armature, wires, and putty to render this exceptional beauty in 72mm scale 3-D goodness, Tim gets to work refining the art. Since the artwork he produces will be rendered later as Greeting Cards, the cover for this Magazine, and may even see use in advertising layouts, Tim makes sure not to miss a beat.



Just about the time when Tim sends us his final copy of the Artwork, Bob send us his finished Sculpture. You can't see it, but inside this statue of green-epoxy resin is a series of wire armatures lending strength, support, and shape to the figure. The wings are a separate piece, as is the base, and the sword (not pictured). Inside each component is a wire skeleton, or sometimes a metal sheet, onto which the green epoxy putty is applied and shaped.




Once the model is complete, we take this "green" and press it into a vulcanized rubber mold. After the rubber cooks and hardens, we remove the green, and can begin casting metal copies for everyone!

Our Holiday Sophies are now available year-round, but for more Sophie Goodness, Each year we offer a limited edition Sophie - Given out at ReaperCon! Stop by next year, and pick one up! We look forward to seeing you there!

Product Number 10015

TRICERATOPS

Sculpted by Jeff Wilhelm





10015
Triceratops Box Set
by Jeff Wilhelm
COMING THIS OCTOBER



Reaper's Mecha Combat Game!

Solid rules for both normal miniature tabletop play, as well as hex tabletop play!

Here is a Handy Reference to help you find your favorite CAV in the new world of the Second Galaxy War! Choose sides or sign a Mercenary Contract as you experience 65,000 rounds of pure attitude!

7001	MK4 Specter	Malvern	7054	HM Duelist	Templar
7002	KW Dictator	Rach	7055	MT Archer	Terran
7003	MK4 Wraith	Malvern	7056	GH Hunter Tank (2)	Malvern
7004	KW Vanquisher	Rach	7057	MK IV Spike Tank (2)	Malvern
7005	KW Tyrant	Rach	7058	KW Badger APC (2)	Rach
7006	KDM Puma	Ritterlich	7059	GH Butcher	Malvern
7007	KDM Panther	Ritterlich	7060	HM Centurion	Templar
7008	KDM Rhino	Ritterlich	7063	KW Dictator II	Rach
7009	SRM Starhawk V	Terran	7064	Chieftain H-Tank (2)	Terran
7010	BS Scorpion	Adon	7065	KW Despot Tank (2)	Rach
7011	HM Gladiator II	Templar	7068	HM Sabre AFV (3)	Templar
7012	Misto-Ta Regent	Terran	7069	HM Flail AFV (2)	Templar
7013	RMI Challenger	Adon	7070	MK IV Ghast (2)	Malvern
7014	HM Knight	Templar	7071	BS Hornet (2)	Adon
7018	HM Sovereign III	Templar	7072	SR Harpy Gunship (2)	Terran
7019	HM Warlord	Templar	7073	KW Kharl Gunship (2)	Rach
7020	GH Assassin	Malvern	7074	HM Longbow (2)	Templar
7021	GH Thug	Malvern	7075	KDM Lynx APC (2)	Ritterlich
7022	KW Kahn	Rach	7076	Malefactor Tank (2)	Rach
7023	KW Conqueror	Rach	7077	Manticore H Tank (2)	Ritterlich
7026	Hedgehog APC (2)	Malvern	7078	BS Mantis	Adon
7027	Mitso-Ta Kikyu (2)	Terran	7079	MT Naginata Tank (2)	Terran
7028	MT Tsuiseki (2)	Terran	7080	Outlaw Tank (2)	Malvern
7029	HM Lance Tank (2)	Templar	7081	GH Vindicator (2)	Malvern
7034	Borsig-Spline Ogre	Adon	7082	MK IV Revenant	Malvern
7035	MK4 Poltergeist (2)	Malvern	7083	Raider APC (2)	Malvern
7036	BS Wyvern	Adon	7084	Ryoshi AFV (2)	Terran
7037	SRTalon	Terran	7085	HM Stiletto AFV (2)	Templar
7038	BS Spider (2)	Adon	7086	Starhawk VI	Terran
7039	KDM Mastodon	Ritterlich	7087	Ronin	Terran
7040	KDM Sabertooth	Ritterlich	7088	Tsukai APC (2)	Terran
7041	HM Spartan	Templar	7089	Warden AFV (2)	Rach
7042	MT Katana	Terran	7090	SR Wolf Tank (2)	Terran
7043	MK4 Ghost	Malvern	7091	Wolverine Tank	Ritterlich
7044	MK4 Wight	Malvern	7092	SR Thunderbird	Terran
7045	KDM Blitz	Ritterlich	7093	BS Centipede APC(2)	Adon
7046	KDM Cougar	Ritterlich	7094	Dragonfly (2)	Adon
7047	KDM Jaguar	Ritterlich	7095	Chancellor	Adon
7048	SR Raptor	Terran	7096	Scarab	Adon
7049	RMI Bishop	Adon	7097	Banshee	Malvern
7050	MT Ashigaru Tank (2)	Terran	7098	Dragoon	Adon
7051	SR Falcon	Adon	7105	Nomad	Malvern
7052	RMI Sultan	Adon	7106	KDM Tiger	Ritterlich
7053	KDM Fenri Gunship (2)	Ritterlich			

Check Out The New CAV and sign up at www.reapergames.com to fight for the future of the galaxy against players from your region and across the globe!

Want Action? Join Black Lightning Today!

We're on the lookout for a few good men and women. Come join the motivated and dedicated team of Reaper hobbyists called "Black Lightning". Black Lightning is Reaper Miniatures' own official product demo team made up of enthusiastic players, painters and miniature hobbyists.

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We want friendly and motivated people who are 18 and over, and who have regular access to the Internet and Electronic mail. We

expect that you are courteous, outgoing and professional as well as responsible and dependable. Your duties will be to run various events to introduce new members to the hobby through product demos and workshops as well as provide support and fun for veterans through events like campaigns, tournaments and competitions.



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How to Join www.reapermini.com/bl

POST MORTEM

If you have questions about
miniatures, the meaning of life, or
Reaper write to:
sophie@reapermini.com

Sophie c/o Reaper
PO BOX 293175
Lewisville, TX 75029-3175

Dear Sophie,
I visit your website often, and I
always see these beautiful
Greens. How long is it from when
you get a green in until you
release it?

Steven

Steven,
*There is no good answer. Sometimes we
can have a green ready for production in
less than a week, and sometimes it takes
several months.*

*Our production schedule is deter-
mined nearly a year in advance,
but we post a green as soon as it
arrives. If a sculptor provides a
model to us early, it may take months
before it comes up in the schedule, or if it
arrives just in time, you may see the
green a few days before we begin pro-
duction.*

*We can turn things around pretty fast, but
the schedule has an Iron Fist!*

XOXOXO,

Sophie

Wizard of Faith Hurricane Katrina Disaster Relief Miniature



BACK VIEW



**Jason Wiebe has sculpted this Special Edition
Miniature for the victims and families of
Hurricane Katrina in Louisiana, Mississippi,
and Alabama.**

**Proceeds from the sale of this Miniature will
be donated to the American Red Cross for the
relief of areas devastated by Hurricane
Katrina, and for preparation
against future disasters.**

**This miniature will be available for a limited time
only.**

1412

Wizard of Faith
Disaster Relief
by Jason Wiebe

WINNING WARLORD

STRATEGIES AND TACTICS FOR BATTLES IN WAR-TORN TALOS

CRUSADERS Vs.

by Kelley Rowe

Kelley Rowe used a Crusader Army to win the ReaperCon 2005 Warlord Tournament

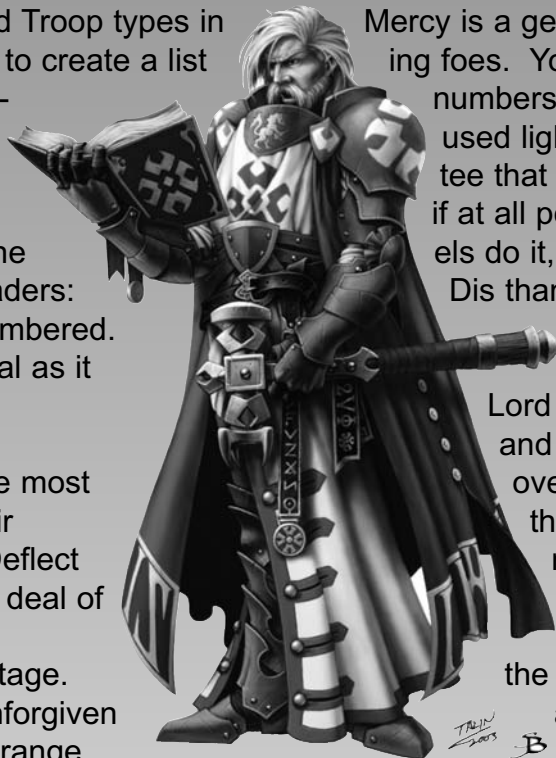
The thing to keep in mind when putting together a Crusader force is balance. Crusaders, as compared to most of the other factions, have some of the most expensive Leaders and Troop types in the game. And it can be difficult to create a list that will seem satisfactory, especially when faced with opponents who have a literal swarm of minis on the other side of the table. You must always keep one fact in mind when playing Crusaders: you will almost always be outnumbered. Don't worry. It's not as big a deal as it seems.

Templar Knights are some of the most potent grunts in the game. Their already high DV, coupled with Deflect makes them resistant to a good deal of any of the other factions ranged attacks. Use this to your advantage. Screen lower DV troops, like Unforgiven with them until you're in charge range, and then let said Unforgiven do what they do best, run in, and hit hard. You'll want some Ironspines in the mix too. The Trencher SA of the knights makes Ironspines invaluable when it comes defensive strike time.

Ivy Crown archers, though expensive to field, can be an excellent way to distract enemy archers or spellcasters. And Battle Nuns, with their 2 MA's at +2, can be a holy terror (pun intended) on the battlefield. Again, screening with Knights is a good idea here.

With that in mind, Crusaders are hardly a brainless "march forward and dominate" type of army. Positioning and strategy on the battlefield is a must. Use terrain to the best of your ability until you can close to melee with your opponent. Because though the generally high DV of the Crusaders makes them resistant to ranged attacks, it certainly doesn't make them impervi-

ous to it. And melee is where the Crusaders shine.



Mercy is a genuine advantage when facing living foes. You can bolster or replenish your numbers with this ability, but it's not to be used lightly. Because there's no guarantee that it will work. When you do use it, if at all possible, have your Leader models do it, they, in general, have a higher Dis than any of your grunts, and most of the other Factions Leader models. Here's a tip-charge in with Lord Ironraven and declare Mercy, and watch as your opponent skips over the Defensive Strike straight to the discipline check do to Ironraven's First Strike SA.

Of course, Mercy won't work on the majority of Necropolis models, and a good deal of Nefsokar forces either. In that case, the Holy Light spell is a must.

Finally, no other Faction is as Cleric intensive as the Crusaders. Duke Gerard, Marcus Gideon, Halbarad, Sir Conlan, Sister Majeda, and the Guardian Angel are all clerics, and do not, under any circumstances, be afraid to take advantage of that. Having many Bandages equipped with your Clerics increases your own powerful Leaders, Elites, and Solos chances of surviving the battle. It's also handy for healing up any "heavy hitters" you may have acquired from your opponent via Mercy. Part, Speed, and Teleport are all great ways of compensating for the Crusaders general lack of mobility, and are fine ways to get models too, or away from, the action in a hurry.

YOU WILL ALMOST ALWAYS BE OUT-NUMBERED. DON'T WORRY.

Vs. CRUSADERS

by John Bonnot

John Bonnot is a Staff Painter and is on the Warlord Development Team at Reaper Miniatures.

Crusaders are a hefty force of tincans supported by almost every cleric in Adon. How do you stop a force that heals itself almost as fast as it steals your own troops?

The first step is to eliminate the softer targets first; not only are you going after easier kills, but usually the lighter armored troops have higher offense. Archery works well in this regard, especially since many Crusader players eschew archery entirely. Use any opportunity to shoot at their clerics or Valandil, as well as mowing down any Ivy Crown you come across.

Another way to crack their armor is with spells. While Crusaders have higher MD's overall one point isn't going to make a lot of difference to most mages. Target models with a higher DV whenever possible to give your hand-to-hand forces an easier time once melee ensues.

Hold and Scare are also great spells to use against these tenacious tin cans. Swarming held models with your own ensures you can take them down without any retaliatory strikes, and scare helps to crack their heavy armor. Shaken tokens give you a +2 bonus to attacks, so liberally sprinkling their ranks with shaken tokens helps you get past those high DVs.

Leaders in Crusader armies are more valuable than average, as many can heal and all have a better chance at a successful Mercy than their less disciplined troops. Whenever possible target them with magic, arrows, or masses of grunts to take them down quickly. Standards for your own troops also helps stop these walking recycling bins from stealing your own hard-working soldiers. Once the leaders are gone, Crusaders will have to adopt closer formation or be more vulnerable to scare and fear, not to mention any Horrid or Vile models in your army. These closer tactis protect them from retreat, but leave them vulnerable to

volleys and spells.

Taking advantage of your own faction abilities works well, too. Nefsokar players can get tremendous mobility out of their River of Death, and out-flank Crusader archers or spellcasters, appearing where they were not anticipated. Combine this with the power of 'Sokar is Near' to diminish the CP's of the Crusader Clerics and you have a powerful tactic. Elven Archery gets through the cover that would otherwise boost their massive DVs. Overlords - Your soldiers are a good match to theirs, so Do Your Duty and just keep killing them!

Reven Warcry or a Darkspawn Pain Cage can infuriate a Crusader player, as your models just won't stay down. Even Halabrad's First Strike is diminished when the model stands back up and swings. Necropolis players can summon hordes of new models for them to deal with, and gruesome familiar (See Necropolis FactionBook) makes it easier on your casters. Reptus models can deal devastating blows, and Crimson Embrace, like Enrage, can get you that extra hit at a critical moment.

Flyers are excellent models to field against a Crusader Army, as the weak archery and offensive spellcasting ability of the Crusaders (their archers are among the lowest RAV) make these models less of a target. If the Crusader does focus their attention on your flyers, that buys your archers and casters time to worry about his casters and archers.

Burrowers are less useful, though helpful, since Part (Which can uproot a burrower) is expensive. It is doubtful a Crusader will take more than one or two, so your burrowers can stay in reserve most games until his big threats are dealt with. Once you face no archers or casters, surface them, and wipe the goody-two-shoes out.

"THE FIRST STEP IS TO ELIMINATE THE SOFTER
TARGETS FIRST"

WARLORD

Models listed in numerical order, With their Army

14002 Grundor Hordetaker	Mercenary	14080 Guardian Angel	Crusaders	14168 Gauren, Wrathful Spirit	Necropolis
14003 Ashkrypt	Overlords	14081 Netikerti, Mummy Consort	Nefsokar	14169 Daron, Deathknight	Necropolis
14004 Ymrilix, The False	Overlords	14082 Margara Firetongue	Dwarves	14170 The Called	Necropolis
14005 Lord Ironraven	Crusaders	14083 Ashakia	Darkspawn	14171 Skeletal Cavalry Sergeant	Necropolis
14006 Syphrilla	Necropolis	14084 Skeletal Gunner & Soul Cannon	Razigs	14174 Overlord Crossbowmen	Overlords
14007 Minotaur of the Maze	Mercenary	14085 Freya Fangbreaker	Dwarves	14175 Dwarf Shieldmaidens	Dwarves
14008 River troll	Reptus	14086 Giant Eagle	Elves	14177 Onyx Chevalier	Overlords
14009 Crypt Bats	Necropolis	14087 Familiar Pack 2	Universal	14178 Skralla theBlack	Reven
14010 Crypt Bats	Necropolis	14088 Thuusia, Painmage	Darkspawn	14179 Broken Fodder	Dakspawn
14011 Eikar, Lord of the Crypt Bats	Necropolis	14089 Aundine	Darkspawn	14180 Tharian, Vampire Mage	Necropolis
14012 Gauntfield	Necropolis	14090 Wraith Harvesters	Necropolis	14181 Sir Osric, Vampire	Necropolis
14014 Artemis	Mercenary	14091 Corvus, Overlord Sergeant	Overlords	14182 Night Spectre	Necropolis
14015 Niridel	Elves	14092 Khong-To	Reptus	14183 Aysa, Ghost	Necropolis
14016 Judas Bloodspire	Necropolis	14093 Finari	Crusaders	14184 Bloodseeker Vampire	Necropolis
14017 Naomi	Necropolis	14094 Tariq, Ranger Chief	Nefsokar	14185 Bone Horror	Necropolis
14018 Arnise	Elves	14095 Neek, Goblin Boghul	Reven	14186 Lord Vandrian, Vampire	Necropolis
14019 Durgam Deepmug	Dwarves	14096 T'kay	Reptus	14189 Goblin Beastriider Cavalry	Reven
14020 Lola Darkslip	Overlords	14097 Khasmin Herdsmen	Nefsokar	14190 Paintenders	Darkspawn
14021 Shad Coalshadow	Mercenary	14098 Khufu, First Chosen of Sokar	Nefsokar	14191 Dwarf Halberdiers	Dwarves
14022 Lysette	Elves	14099 Skull Breakers	Reptus	14192 Lesser Orc Warriors	Reven
14023 Sigurd	Mercenary	14100 Awakened	Nefsokar	14193 Lesser Orc Spearmen	Reven
14024 Eredain	Mercenary	14101 Skeletal Archers	Necropolis	14194 Lesser Orc Captain	Reven
14025 Kyla	Mercenary	14102 Avatar of Sekhmet	Nefsokar	14195 Kiakara, Khakhagh	Reven
14026 Nakhti	Nefsokar	14103 Templar Unforgiven	Crusaders	14196 Gonda	Reven
14027 Bull Orc Fighters	Reven	14104 Archers	Reptus	14197 Lesser Orc Sergeant	Reven
14028 Gargoyle	Necropolis	14105 Soultender	Darkspawn	14198 Lesser Orc Hero	Reven
14029 Razig	Razigs Revenge	14106 Dark Maiden	Razigs Revenge	14200 Sir Brannor,	Crusaders
14030 Lupine Lord	Mercenary	14107 Overlord Warriors	Overlords	14201 Gaaguk, Bull Orc Hero	Reven
14031 Lupine Rager	Mercenary	14108 Goblin Skeeters	Reven	14202 Goblin Warriors	Reven
14032 Lupine Shaman	Mercenary	14109 Templar Warrior	Crusaders	14205 Hill Giant	Reven
14033 Nivar the Wraith	Necropolis	14110 Centaur	Elves	14206 Greka	Reven
14035 Balthon	Overlords	14111 Sister Majeda	Crusaders	14207 Traeg, Hero	Reven
14036 Halbarad	Crusaders	14112 Warriors	Dwarves	14210 Goblin Beastriider Sergeant	Reven
14037 Sir Conlan, Lightbringer	Crusaders	14113 Vale Archers	Elves	14217 Meridh	Elves
14038 Braug The Ogre	Reven	14114 Templar Ironspines	Crusaders		
14039 Ivar Silverfist	Dwarves	14115 Tomb Guards of Sokar	Nefsokar		
14040 Malek	Necropolis	14116 Caerwynn	Elves		
14041 Familiar Pack 1	Universal	14117 Beastmen Woodcutters	Reven		
14042 King Thorgram Grimsteel	Dwarves	14118 Urga, Beastman Boghul	Reven		
14043 Lurgh	Reven	14119 Vale Warriors	Elves		
14044 Uru, Troll Chief	Reptus	14120 Swiftaxes	Dwarves		
14045 Valandil, Arch-Mage	Crusaders	14121 Bull Orc Hunters	Reven		
14046 Ardynn	Elves	14122 Onyx Golem	Overlords		
14047 Dingo	Mercenary	14123 Lunk, Goblin Mage	Reven		
14048 Fatima	Nefsokar	14124 Kevis, Vizier	Overlords		
14049 Narg Bloodtusk, Nokhan	Reven	14125 Bondslaves	Overlords		
14050 Sir Broderick, Justicar	Crusaders	14126 Overlord Spearmen	Overlords		
14051 Janna		14127 Arik, Inquisitor Advisor	Overlords		
14052 Azarphan	Necropolis	14128 Moraia, Warbride of Khardullis	Overlords		
14053 Kaena, Banshee	Necropolis	14129 Mi-Sher, Dervish Chief	Nefsokar		
14054 Gurm, Ogre Hunter	Reven	14130 Snorri Oathbreaker	Dwarves		
14055 Marcus Gideon, Undead Hunter	Crusaders	14131 Elisabeth Briarkiss	Necropolis		
14056 Weapons Pack	Universal	14132 Yagun Oog, Ogre Mage	Reven		
14057 Iks, Wight Sergeant	Overlords	14133 Celestial Lions	Crusaders		
14058 Lorielle Silverrain	Mercenary	14134 Ivy Crown Archers	Crusaders		
14059 Spawn of Mashaf	Darkspawn	14135 Warriors	Reptus		
14060 Leisynn	Mercenary	14136 Thorvald Clawhelm	Dwarves		
14061 Kharg Blacknail, Bull Orc Boghul	Reven	14137 Skeletal Breakers	Necropolis		
14062 Orba Sinhan	Mercenary	14138 Anubis Guard	Nefsokar		
14063 Varaug, the Great Khakhan	Reven	14139 Krungbeast	Reptus		
14064 Khadath	Nefsokar	14140 Battle Nun Novitiates	Crusaders		
14065 Witch Queen	Darkspawn	14141 Khasmin Rangers	Nefsokar		
14066 Prince Danithal	Elves	14142 Khasmin Dervishes	Nefsokar		
14067 Guros, Baron of the Whips	Darkspawn	14143 Kara Foehunter	Dwarves		
14068 Duke Gerrard	Crusaders	14144 Moandain	Necropolis		
14069 Sir Malcolm, Lightbringer	Crusaders	14145 Kentaur	Necropolis		
14070 Nicole of the Blade	Mercenary	14146 Fulumbar Ironhammer	Dwarves		
14071 Athak, Crimson Knight	Necropolis	14147 Andras, Overlord Captain	Overlords		
14072 Bladesister Warriors	Mercenary	14149 Ralior	Necropolis		
14073 Skeletal Pirate Crew	Razigs Revenge	14150 Grave Horror	Necropolis		
14074 Bull Orc Archers	Reven	14152 Javolith, Darkspawn Captain	Darkspawn		
14075 Skeletal Warriors	Necropolis	14162 Isiri Archer	Darkspawn		
14076 Devourer of Mashaf	Darkspawn	14163 Isiri Warrior	Darkspawn		
14077 Griffon	Dwarves	14165 Paintenders	Darkspawn		
14078 Nasithe, Champion of the Queen	Darkspawn	14166 Crimson Knights	Necropolis		
14079 Ombur Skulltooth, Orc Shaman	Reven	14167 Zombies	Necropolis		

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PRO PAINTS

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8001 Blood Red	8013 Night Sky	8025 Volcano Brown	8037 Sea Foam	8049 Troll Flesh	8061 Astral Blue	8073 White Primer	8111 Gun Metal			
8002 Firehawk Red	8014 Dragon Blue	8026 Chestnut	8038 Ivory	8050 Hawkwood	8062 Pegasus Blue	8074 Gloss Coat	8112 Pewter			
8003 Dragon Red	8015 Ice Blue	8027 Hill Giant Brown	8039 White Leather	8051 Ocean Blue	8063 Glacier Blue	8101 Steel Plate Metallic	8113 Purple Steel Metallic			
8004 Ember Orange	8016 Imperial Purple	8028 Buckskin	8040 Linen White	8052 Stone Gray	8064 Fairy Blush	8102 True Silver Metallic	8201 Ruby Red Ink	8301 Pearl White	8307 Orchid	
8005 Desert Gold	8017 Liche Purple	8029 Caucasian Flesh	8041 Dragon White	8053 Amethyst	8065 Elderberry	8103 Dragon Gold Metallic	8202 Emerald Green Ink	8302 Conch Pink	8308 Mint	
8006 Spring Yellow	8018 Rose Quartz	8030 Fair Maiden	8042 Dragon Black	8054 Burnt Orange	8066 Rust	8104 Bright Gold Metallic	8203 Sapphire Blue Ink	8303 Gold Silk	8309 Aqua Green	
8007 Sunlight	8019 Armor Gray	8031 Ruddy Flesh	8043 Oiled Leather	8055 Gloss Black	8067 Shield Brown	8105 Brass Metallic	8204 Lemon Yellow Ink	8304 Mandarin	8310 Cornflower	
8008 Elven Green	8020 Ash Gray	8032 Dwarf Flesh	8044 Slate	8056 Gnoll Flesh	8068 Blue Black	8106 Copper Metallic	8205 Flesh Shading Ink	8305 Coral	8311 Frost	
8009 Kilt Green	8021 Granite	8033 Orc Flesh	8045 Pink	8057 Sage	8069 Bright Blue	8107 Blue Steel Metallic	8206 Wood Shading Ink	8306 Rose Petal	8312 Lavender	
8010 Emerald	8022 Dove Gray	8034 Ghoul Gray	8046 Maroon	8058 Pine	8070 Bright Red	8108 Green Steel Metallic	8207 Black Ink Wash			
8011 Plains	8023 Walnut	8035 Olive	8047 Slime	8059 Mold	8071 Bright Orange	8109 Fire Glow Metallic	8208 Ink Extender (Clear)			
8012 Breonne Navy Blue	8024 Woodland Brown	8036 Bloodstone	8048 Aged Red Brick	8060 Moss	8072 Griffon Tan	8110 Red Steel Metallic	8209 Purple Ink			



8001 - 8074	Paints	\$ 2.49
8101 - 8113	Metallics	2.49
8201 - 8209	Inks	2.49
8301 - 8309	Silks & Satins	2.49

108 Colors to Beautify Your World.

09951
Master Series Compelte Set
108 colors
\$299.99

This set of Master Series Paints comes in Reaper's Paint Caddy (#09999). It contains one of each Master Series Paint 09001-09108, a value of over \$340!



09952
Master Series Starter Set
54 colors
\$169.99

The Starter Set of Master Series Paints comes in Reaper's Paint Caddy (#09999). It contains one of each Master Series Paint 09001-09054.



09953
Master Series Expansion Set
54 colors
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The Expansion Set of Master Series Paints comes in Reaper's Paint Caddy (#09999). It contains one of each Master Series Paint 09055-09108.



Choose them one at a time, in Triads, or just get the whole set!

Don't be Afraid of Red.

Or Blue, or Yellow, or Green, or -- Well, You Get the Idea. Our simple-to-use Triad System makes highlighting, shading, blending and layering fast and easy! Added flow-enhancing properties make Master Series paints super-smooth and flexible, and our Water-Soluble base means clean-up is elementary.

Go Ahead, Add a Splash of Color.

Add contrast by working with warm or cool tones to give your colors a little extra punch. Master Series provides so many different hues that finding a complimentary paint for just about any color is a snap!

Kick It Up a Notch.

Jump across the triads to find new ways of playing with color. Experiment! These paints were designed to enable people of all skill levels to acheive their painting goals. Whether it's an army or a masterpiece you're looking to finish, Master Series Paints are truly like nothing you've ever used before.

Reaper's Master Series Paints Make it Easy to Paint Like a Master.
Or Better.

**MASTER SERIES
PAINTS**

For Your Mini Masterpiece.

Sculpted in Heroic 25mm
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DEATHSLEET

